GAME DESIGN DOCUMENT

1)TITLE: Forest adventure.

2)GOAL: survival.

3)STORY:

a girl or a boy ( according to the players choice ) got lost in the forest while trekking . the map in their possession was useless . their main task is to survive the poisonous plants and carnivorous animals in the forest

and get out of the forest alive .

as the main objective of this game is survival there are different levels to this particular element as to make it adaptive and balanced .

one of the pros of this game is that players will get some knowledge about how to survive if they are in a similar situation by making the tasks more relatable to real life . also, if the players encounter the animals and are destroyed they'll either lose one life or the game is over .

4) PLAYING CHARACTERS:

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| --- | --- | --- |
| NUMBER | CHARACTER | ABILITY |
| 1 | Trekker(girl) | Avoid animals by running and jumping. Knock down animals. |
| 2 | Trekker(boy) | || |

5) NON-PLAYING CHARACTERS:

|  |  |  |
| --- | --- | --- |
| NUMBER | CHARACTER | ABILITY |
| 1 | animals | Attacking the trekker |
| 2 | Poisonous plants | Pricking the trekker with poison |



